Disney × SQUARE ENIX

KINGDOM HEARTS
Birth by Sleep

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

SQUARE ENIX.

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

KINGDOM HEARTS Birth by Sleep

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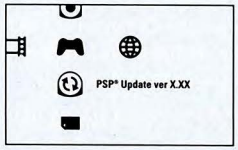
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

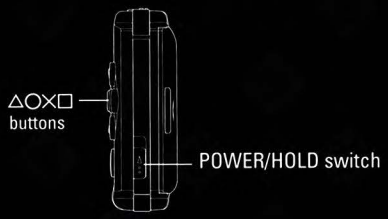
If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

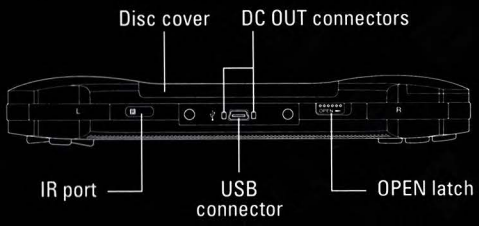
After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover.
INSERT the *KINGDOM HEARTS Birth by Sleep* disc with the label facing away from the system, slide until fully inserted and close the disc cover From the PSP® system's home menu, select the Game icon and then the UMD® icon.
A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

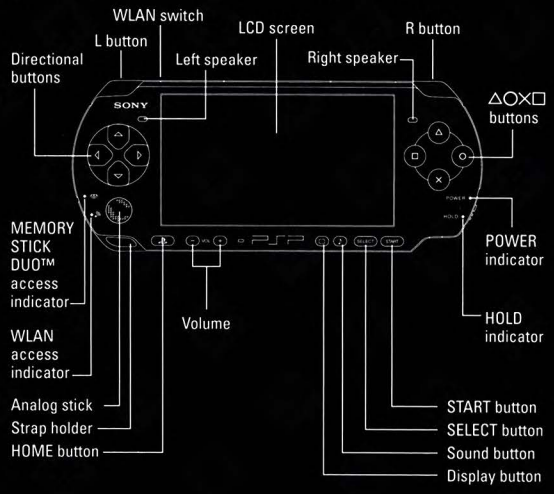
NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration

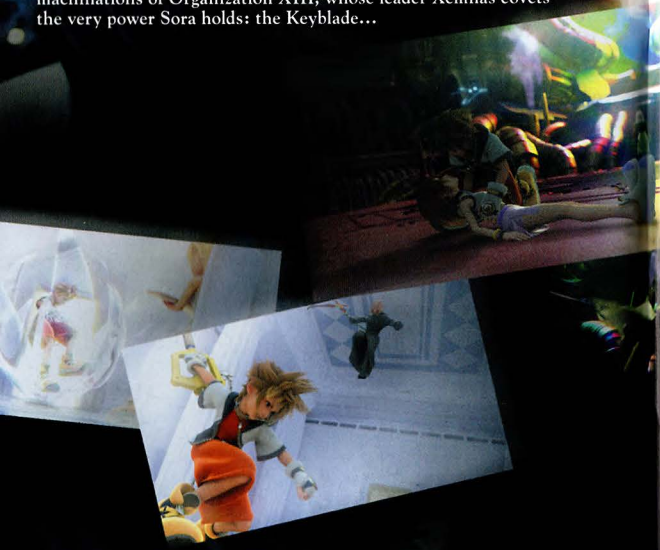


KINGDOM HEARTS Series

One stormy night, an unearthly darkness will descend upon the Destiny Islands, changing the life of at least one of its residents—a boy named Sora—forever. Just before the darkness can tear him away from his closest friends, Sora will be given a strange power: a sword shaped like a key.

Thrust into a journey spanning many worlds, Sora will use this "Keyblade" to battle the hordes of darkness and keep the worlds safe. Along the way, he will join forces with Donald and Goofy, who are searching for their lost king.

In time, the three of them will face countless trials and the machinations of Organization XIII, whose leader Xemnas covets the very power Sora holds: the Keyblade...



KINGDOM HEARTS Birth by Sleep
STORY

But long before Sora is chosen by his Keyblade, the worlds' safety lay in the hands of others known as the true Keyblade Masters.

It is under one of these, Master Eraqus, that three young people have been training long and hard to prove that they, too, exhibit the Mark of Mastery: Terra, Ventus, and Aqua.

The three of them will soon find themselves in the middle of a crisis affecting worlds far beyond their own—just as another Keyblade Master, Xehanort, goes mysteriously missing.

Three friends, three purposes; one grim fate toward which they must unknowingly march...

CHARACTERS

This game features three characters you can choose from. You may play one character's story from start to finish before moving on to the next, or choose to play a little of each story at a time.

VENTUS

An outgoing and inquisitive boy who holds his Keyblade backhand. Quick attacks are his forte.

AQUA

A kind young woman whose sense of right and wrong never wavers. She is nimble, and a gifted mage.

TERRA

A disciplined young man who feels compelled to find greater strength. He relies on brute force in combat.

MASTER ERAQUS

Terra, Ventus, and Aqua's teacher, a kind Keyblade Master with ironclad principles.

MASTER XEHANORT

Another Keyblade Master whose hubris puts a forbidding edge on his words and actions.

VANITAS

Master Xehanort's only pupil. A mask conceals his face.

KING MICKEY

The king of Disney Castle, who has gone back for further study under the great sorcerer Yen Sid.

CONTROLS

The controls for *KINGDOM HEARTS Birth by Sleep* are listed below.

PSP® (PlayStation®Portable) system configuration

BUTTON	MAIN MENU	IN THE FIELD (Type A)
Analog stick	Move cursor	Move your character
Directional buttons	Move cursor	↑↓ Cycle through deck commands → Open D-Links (◊ P. 17) ← Jump to shortcut (◊ P. 23) (or hide D-Links if they are open)
✕ button	Confirm	Basic attacks / Talk / Open treasure chests
○ button	Cancel	Jump
□ button	—	Use action commands (if installed)
△ button	Remove commands, etc. (depending on the menu)	Use deck commands
L button	Switch screens (in some menus)	Hold to rotate camera left / Double-tap to reset camera behind your character / Tap (while locked on) to change targets
R button	Switch screens (in some menus)	Hold to rotate camera right / Double-tap to reset camera behind your character / Tap (while locked on) to change targets
L button + R button	—	Tap to toggle lock-on / Hold down to enter Shotlock view (◊ P.16)
START button	Close the main menu	Open the main menu / Pause (while enemies are present)
SELECT button	Switch between editing decks and abilities	Toggle first-person view

Control Types

This game features two control types: Type A and Type B, which are mostly the same except for camera and lock-on controls. Instructions throughout this manual are based on Type A.

You can change your control type under *Config* in the main menu, after progressing a short ways into the game.

BUTTON	IN THE FIELD (Type B)
Analog stick	Same as Type A
Directional buttons	Same as Type A
✕ button	Same as Type A
○ button	Same as Type A
□ button	Same as Type A
△ button	Same as Type A
L button	Tap to reset camera behind your character / Hold the L button + analog stick to adjust the camera
R button	Tap to toggle lock-on / Hold the R button + analog stick or directional buttons (while locked on) to change targets
L button + R button	Hold down to enter Shotlock view
START button	Same as Type A
SELECT button	—

FIRST STEPS

At the title screen, you have three choices (listed below). To start a new game, choose NEW GAME. To resume a saved game, choose CONTINUE.

NEW GAME

Choose this to start the game from the beginning. You will be asked to choose a difficulty. Select *Standard Mode* for the most balanced level of challenge. *Beginner Mode* features weaker enemies, while *Proud Mode* pits you against tougher foes. Select *Critical Mode* mode only if you are looking for the ultimate challenge. Choose wisely; you will not be able to change this setting once the game begins. Once you have made your selection, the opening movie will begin.

CONTINUE

Choose this to resume a game saved on your Memory Stick (which includes the Memory Stick Duo™ and Memory Stick PRO Duo™).

INSTALL GAME

Installing the game is recommended for the best play experience.

Choose this to install a portion of the game data to your Memory Stick, which speeds up load times. You can choose among three installation sizes: 200 MB, 400 MB, and 624 MB. The more you install, the more load times will be reduced.

Saving Your Progress

You can save your game from the World Map menu, or at save points in the field. To save, you will need a Memory Stick with at least 576 KB of free space. Please ensure the Memory Stick is inserted in your PSP® system before you turn it on.

System Data

Whenever you save, this game also creates "system data" in addition to your save data. This data contains information used in all three characters' stories—so please be careful not to delete it, or else you risk losing some of the content you have unlocked.

GAME OBJECTIVES

***KINGDOM HEARTS Birth by Sleep* features three main characters, each of whose story is told from a different perspective. You will select one of these characters and adventure through a number of Disney worlds, moving that character's story toward its conclusion.**

① Visit a World

First, use the analog stick to move around the World Map. You can move faster by holding down the ✕ button. Move next to the world you want to explore and press the △ button to display a menu, then choose *Visit This World*. Worlds shown in blue cannot be visited at that point in the story.

② Complete the Story

Within each world, the story will unfold as you meet characters who need your help, or encounter enemies who must be stopped. Check the COMBAT LV on the World Map to find out how strong the enemies are; you will need to keep powering up your character to succeed. Defeat the world's boss to finish the story and complete that world. You can still visit worlds after completing them.

③ Proceed to the Next World

Completing a world may unlock other worlds which were previously shown in blue, or cause entirely new worlds to surface.

SCREEN LAYOUT

① Command Gauge

Land attacks on enemies to fill this gauge. Fill it completely to potentially change Command Styles (◊ P.15) or unleash a *Finish* command (◊ P.16).

② Command Deck (◊ P.22)

This is a list of your installed deck commands. Commands shown in white text are ready to be used.

③ Map

This shows the area you are currently in. Your position is marked with a Keyblade, while red lines indicate exits.

④ D-Link Gauge

Fill this gauge completely and you can use Dimension Links (◊ P.17). Collect D-Link prizes (◊ P.17) to refill the gauge.

⑤ Focus Gauge

Once this gauge fills to a certain point, you can use your Shotlock command (◊ P.16). Land attacks on enemies to refill the gauge.

⑥ HP

This represents your health. To restore HP, collect HP prizes (◊ P.17) or use items or magic. If this gauge runs out, it's Game Over. You can then choose to *Continue*, which lets you try again from a certain point, or *Load Game*, which opens a screen for loading save data. Some battles give you a third choice: *Retry*, which lets you take another shot at that battle.

OBJECTS IN THE FIELD

SAVE POINTS

Stand in these to automatically recover all your HP. Press the ⊗ button to open the save menu. There are two types of save points, and some let you return to the World Map. Save points are also the only place you can access the Command Board (◊ P.26).

TREASURE CHESTS

These chests contain items or commands you can use. Press the ⊗ button to open them.

COMMAND SHOPS

These moogle-run establishments offer a variety of commands for sale. You will need munny (◊ P.17) to make purchases here.

What's for Sale?

The further you progress in the game, the more commands you can choose from at the Command Shop. Most (but not all) commands you find in treasure chests or create through melding will be added to the shop automatically, so try to find as many as you can!

COMBAT GUIDE

Enemies sometimes appear while you are moving around the field, at which point you will automatically enter combat. Use the combat skills at your disposal to fight—or escape by maintaining distance from the enemy or exiting to another area. (You cannot escape from some story battles.)

COMBAT SKILLS

BASIC ATTACKS ⊗

In combat, press the ⊗ button for a basic Keyblade attack. Press the ⊗ button repeatedly to string attacks together into a multi-hit combo. You will automatically jump to reach targets in the air.

DECK COMMANDS △

You can install all kinds of commands in your Command Deck—some for attacking, some for healing. However, you must wait for a command's gauge to fill before you can use it.

JUMP ○

Use this to reach enemies flying high off the ground, then dish out damage using either basic attacks or deck commands.

BLOCK □

If Block or Barrier is installed as one of your action commands (◊ P.22)

To block an enemy attack, press the ◉ button just before it connects.

LOCKING ON (TAP THE L + R BUTTONS AT THE SAME TIME)

Approach an enemy and a yellow target marker will appear. Any actions you perform will be directed at that target. You can also tap the L + R buttons at the same time to lock onto the current target. The camera will automatically follow your target while locked on.

COMMAND STYLES

Keep landing basic attacks or deck commands on enemies to fill your Command Gauge. Depending on the combination of commands you use, your "Command Style" may automatically change once the gauge is completely filled. Command Styles let you perform more powerful attacks.

Your Command Gauge will drain if you stop landing attacks, so don't give your foes a moment's rest!

HOW IT WORKS

Fever Pitch

First, use basic attacks and deck commands to completely fill the Command Gauge. If the types of attacks you used meet the requirements for Fever Pitch, your character—in this case Ventus—will start to flash, signaling a transformation.

You will notice the words FEVER PITCH have appeared above the Command Gauge, and your basic command has changed from *Attack* to *Surge*. That means you can string together longer, more powerful combos. If you continue to land attacks, the Command Gauge will fill up again…

…at which point, the *Surge* command will change to *Fever Pitch*. You can then press the ⊗ button for a powerful finishing move, after which you will exit this Command Style.

FINISH COMMANDS

If you meet certain requirements and fill up the Command Gauge, you will be able to perform a powerful *Finish* command. Finish commands are much more powerful than basic attacks. Once you use one, your Command Gauge will reset to zero.

You can also power up your Finish command under the right circumstances. Powered-up Finish commands allow you to take out multiple enemies at once, or force enemies to drop more prizes than usual.

SHOTLOCK COMMANDS

HOLD DOWN THE L + R BUTTONS AT THE SAME TIME

If you find yourself surrounded, or need to deal with lots of enemies at once, use your Shotlock command. You will need to have at least partially filled your Focus Gauge. Also, your Shotlock command will power up when enemies are defeated, just like your deck commands.

HOW IT WORKS

Get some enemies within sight, then hold down both the L and R buttons to switch to Shotlock view (shown at right). Use the analog stick to move the scope around and lock on to as many enemies as possible before time runs out. You can also lock on to one enemy multiple times. Then—without releasing the other buttons—press the ⊗ button.

You will launch an attack on all the enemies you locked on to. If your Shotlock command is powered up to a certain level, and your lock-on count reaches MAX, you can also press the buttons displayed for additional attacks.

D-LINKS

"Dimension Links," or D-Links, allow you to temporarily borrow another character's powers. Each character has his or her own deck commands and Finish command which you can use in combat. Just remember that your D-Link gauge must be completely filled before you can call on these powers.

Press right on the directional buttons to open a list of your available D-Links, then use the up/down buttons to select a character. To close the list, press the left button. If you use the Mirage Arena (◊ P.30), you can even forge D-Links with your real-life friends (◊ P.35).

Symbols

Defeating enemies while D-Linked sometimes causes them to drop "symbols." Collect these to boost the power of your current D-Link up to two additional levels, unlocking additional deck commands or a more powerful Finish command, for example.

THE SPOILS OF BATTLE

Defeating enemies earns you EXP, and collecting enough EXP increases your level. "Leveling up," as this is called, permanently boosts your Strength and other stats. Moral of the story? Defeat lots of enemies. Enemies also drop prizes or munny when you take them down.

	HP Prize	Restores some of your HP.
	D-Link Prize	Refills some of your D-Link Gauge.
	Munny	Serves as cash you can use at the Command Shop.
	Prize Boxes	Contain items or commands.

Nine choices are listed in the main menu, each of which leads to its own submenu. You can access the main menu from the World Map or in the field—provided no enemies are around.

THE MAIN MENU

COMMAND DECKS (◊ P. 22)

Use this menu to change the deck commands you want to use in combat, or synthesize new commands through "melding."

Edit Deck	Create custom decks for combat by installing the commands you want to use.
Meld Commands	Take two existing commands and combine them to create a new command.
Command List	View a complete list of the commands in your possession.
Choose Deck	Quickly switch between up to three decks you have created.
Finish Commands	View a tree which shows the Finish commands you can currently use and how they are evolving. You can select which Finish command to use in combat, or rename the commands.

ITEMS

This menu lets you change your equipped Keyblade or view your item stock.

Equip	Change your Keyblade.
Stock	View a list of items in your possession.

ABILITIES (◊ P. 25)

Use this menu to view your abilities. Abilities are bonus skills you receive by using synthesis items while melding commands.

D-LINKS

This menu shows you which characters you can D-Link with (◊ P.17). You can also view a list of what commands you will gain access to, as well as information about the bonuses you receive by collecting symbols. If you want, you can even temporarily turn off D-Links you will not be using.

STATS

Use this menu to keep tabs on your character's growth.

Basic Stats	View basic stats like your current level, HP, or Arena Level.
Command Styles	View a list of Command Styles you have acquired.
Finish Commands	View a tree which shows the Finish commands you can currently use and how they are evolving. You can select which Finish command you want to use, or rename the commands.

Negative Status Effects

Some enemy attacks and magic have negative effects on you—they may cause confusion, for example. Magic like Esuna allows you to recover instantly, or you can just wait for the effects to wear off.

REPORTS

Check here to catch up on the latest twists and turns in the story, read about the characters, and more.

Story	Review the story for worlds you have already completed.
Secret Reports	View the secret reports you have found.
Game Records	View your mini-game and combat records.
Character Files	Find out more about your characters and the other characters you have met on your journey.
The Unversed	See how many of each enemy you have defeated, and view tips on how to take them down faster.
Ice Cream Guide	View a list of all the types of ice cream you have made.
Command Collection	View a list of all the commands you have obtained.
Treasures	See what kind of treasures you have collected in each world, and how many are still out there.
Sticker Album	View the stickers you've collected during the game and edit your album.

Tracking Down Treasures

Don't expect to collect every treasure on your first visit to each world. You'll need to come back and visit later, then see what new areas you can reach. If you need to know what treasures you're missing, you can also peek at the TREASURES indicator on the World Map.

COMMAND BOARD (◊ P. 26)

Choose this to play a board game called the Command Board. You can only do this at save points or on the World Map.

CONFIG

Use this menu to set game options. There are two Config screens: *General*, which includes things like control settings, and *Multiplayer* (◊ P.36), which affects gameplay in the Mirage Arena.

Controls	Choose between Type A and Type B. The camera and lock-on controls work differently depending on your choice.
Camera Up/ Down	If you are using Type B, choose which way the camera rotates vertically: the direction you press the analog stick (*Default*) or the opposite direction (*Flipped*).
Camera Left/ Right	Choose which way the camera rotates horizontally: the direction you press the L / R buttons (*Default*) or the opposite direction (*Flipped*). * If you are using Type B, this applies to the analog stick.
Command Deck	When selecting deck commands, choose which way the list cycles: the directional button you press (*Default*) or the opposite direction (*Flipped*).
Maps	Toggle map display in the upper right corner of the screen, if you have the area's map.
Color Depth	Set the number of colors you want to display the game in.
CPU Speed	Set how fast the game runs. While playing with other people in the Mirage Arena, this is automatically set to *Normal*.
Install Data	Choose whether to use install data, if you have installed the game.
Game Mode	View your difficulty setting. You cannot change this mid-game.

GAME HELP

If you get stuck and are not sure how the game's various systems work, check here to review any tutorials or help screens you have seen so far.

BUILDING COMMAND DECKS

Want to take on enemies up close with your Keyblade? No problem. Want to keep your distance and pick them off with magic? Piece of cake. Anything is possible in combat, and it all comes down to how you build your Command Deck.

COMMAND TYPES

You will build your deck with three types of commands: battle commands, action commands, and a Shotlock command. Battle commands and action commands can be divided up further into the following categories:

BATTLE COMMANDS

Attacks	Commands for using the Keyblade to deal damage to enemies.
Magic	Commands for casting both offensive and recovery magic.
Items	Commands for using items. This is one way to heal, but once you run out of items, that command will no longer be available.
Friendship	Commands that are mainly used in the Mirage Arena (◊ P.30) when playing with other people.

ACTION COMMANDS

Movement	Commands for jumping, rolling, evasion, and more.
Defense	Commands for blocking enemy attacks.
Reprisals	Commands for performing swift counterattacks after a successful block or dodge.

SHOTLOCK COMMANDS

	Commands for taking out multiple enemies at once—when surrounded, for example.

EDITING DECKS

You cannot use commands until you install them in your Command Deck. First, from the Main Menu, choose *Command Decks*, then *Edit Deck*. Then, place commands into empty slots. You will unlock more slots as you progress through the game.

Shortcuts

Move the cursor to an installed command and press the ● button to make it your shortcut. You can get to your shortcut command quickly in combat—just press the left button.

POWERING UP COMMANDS

Whenever you defeat enemies, all the commands in your installed deck receive CP (command points). Once a command has stored up enough CP, it will level up. Remember, just owning a command is not enough; if you want to power it up, you need to take it into battle.

Why Level Your Commands Up?

As your deck commands increase in level, they gain in power: they might pack more punch, for example, or deal additional hits. More importantly, only commands that reach a certain level can be used in command melding (◊ P.24). Finally, and best of all: if you level up a command completely, a crown will appear on its CP gauge and any ability attached to the command will be auto-installed (◊ P.25).

MELDING COMMANDS

With command melding, you can take two existing commands and combine them to synthesize a new command. This allows you to create commands that are not available at shops, but there is a better reason you should make the most of this system: *abilities*. By using a "synthesis item" while melding, you can attach an ability to the command you create.

Keep in mind that you must give up any materials you use to meld with.

HOW IT WORKS

First, place a command in Slot 1. In most cases, the command you choose must be at a certain level before you can meld with it.

Next, place a command in Slot 2. You can only choose one that works with the command you picked for Slot 1.

The last step is optional: if you want to add an ability to your new command, place a synthesis item in the Item slot. Sometimes—but only rarely—your new command might acquire an ability anyway, even if you did not choose an item.

Choose "OK" to meld the commands together and create your brand-new command! Repeat the process to unlock increasingly more powerful moves.

ABILITIES

Abilities grant you new powers. You can reap the benefits in two ways: either by installing a command that has an ability attached, or by acquiring auto-abilities (see below). Most abilities can also be stacked, meaning that you can install more than one of the same ability to increase the effect. Abilities can be loosely divided into the following three categories.

ABILITY TYPES

Prizes These abilities relate to the prizes enemies drop when you defeat them.

Treasure Magnet	Helps you scoop up nearby prizes.
HP Prize Plus	Increases how many HP prizes enemies drop.
Link Prize Plus	Increases how many D-Link prizes enemies drop.

Stats These abilities power up your character's HP, Magic, and more.

HP Boost	Increases maximum HP.
Fire Boost	Increases the damage you deal with Fire commands.
Cure Boost	Allows you to recover more HP with Cure commands.

Support These abilities provide advantages in combat by adding hits to your combos or revealing enemy HP.

Combo Plus	Adds one more hit to your ground combos.
Air Combo Plus	Adds one more hit to your aerial combos.
Scan	Reveals the HP of targeted enemies.

Auto-Abilities

Normally, abilities only work if the commands they are attached to are installed in your deck. However, if you manage to raise a command to the maximum level, you will gain its ability permanently, and can keep it even if you remove the command from your deck. This is called an auto-ability.

THE COMMAND BOARD

During the course of your adventures, you will unlock the Command Board, a game of strategy where up to three players compete by rolling dice, moving along the board, and earning the game points (GP) needed to win.

The deck commands in your possession become your game pieces, and you can power those commands up as well as pick up new commands on the board. To play, open the menu at save points or on the World Map and select *Command Board*.

SCREEN LAYOUT

① Game Menu

Roll	Roll the die and move the number of panels you roll.
Hand	Use command cards to achieve a variety of results.
Stats	See how you and the other players are doing.
Options	Go here if you want to take a break from the game. You can pick up the game later by choosing *Continue* at the Command Board title screen.

② Board Map

Command Panels that nobody owns are shown in white. Other Command Panels are color-coded according to which player owns them.

③ Scoreboard

Check the bottom right corner of the screen to see who is playing, who is winning, and which Checkpoints they have passed. The scoreboard also helps you keep tabs on each player's GP Wallet and Wealth (the sum of their GP Wallet and panel values).

HOW TO PLAY

① Select a Board and GP Goal

Choose *New Game*, then select the board you want to play on and a GP Goal (the amount of GP needed to win the game). Once the game starts and your turn comes up, select what you want to do from the menu in the upper left corner of the screen. Choose *Roll* to move; if you reach a fork in the road, use the directional buttons to pick a direction, then press the ⊗ button to proceed.

② Place Command Cards on the Panels

If you land on a Command Panel no one owns, you can pay GP to place a command card and buy the panel. If an opponent stops on your panel, he or she will have to pay you a toll in the form of GP. Of course, on the flip side, if you land on an opponent's panel, you will be the one stuck digging into your pockets.

③ Pass All Four Checkpoints

The first time you pass each of the four colored Checkpoints each lap, you will receive bonus GP and can collect one command card. Pass all four Checkpoints then return to the Start Panel to receive even more bonus GP and restock multiple command cards. The amount of bonus GP you earn increases as you finish more laps and acquire more panels.

④ Meet the GP Goal and Return to the Start Panel

Once your Wealth (GP Wallet + panel values) equals or exceeds the GP Goal, victory is in sight. Hurry back to the Start Panel before your opponents catch up! Whoever gets there first with enough for the GP Goal, wins the game.

PANEL TYPES

Each game board is made up of a variety of panels with different functions. Knowing how these work will give you the upper hand.

Start Panel You begin the game on this panel. This is also where the game ends; once you have collected enough GP to meet the GP Goal, you need to make your way back here to win.

Command Panel You can pay GP to place command cards on these panels and make them your own, provided they do not already belong to another player. If other players land on your Command Panel, they will have to pay you GP as a toll.

Price

Checkpoint You will receive bonus GP and one command card the first time you pass through a Checkpoint each lap.

Special Panel Something extraordinary will happen if you land on one of these. Each game board has its own unique Special Panels. Step on the right (or wrong) one, and you might find yourself stuck with a certain caped impostor...

Bonus Panel These are panels that already contain command cards at the start of the game. Land on one of these and pay the GP shown to acquire the card as a new deck command you can use in the main game.

Price

GP Booster Panel Land here to increase the value of all panels on the board. If a player passes through without stopping, the percentage shown on the panel will go up, but panel values are not affected until someone lands here and actually triggers the boost.

Boost rate

Damage Panel *Do not* land here, because if you do, the panel will absorb some of your GP. Avoid taking damage from these panels by riding on a Prize Cube.

GP penalty

Command Panel Controls

● button	Toggle overhead view (While in overhead view, use the L / R buttons to zoom in and out.)
▲ button	Toggle panel view (While in panel view, use the analog stick or directional buttons to move around the board, then press the ✕ button to view panel details.)
L button	Rotate the camera right
R button	Rotate the camera left

COMMAND BOARD TACTICS

LEVELING UP PANELS

If you land on a Command Panel you own, you may pay GP to level that panel up. This increases the panel's value as well as its toll. If you land on the Start Panel or a Checkpoint, you can level up any panel you own.

ACQUIRING OPPONENTS' PANELS

If you land on an opponent's Command Panel, you will have to pay a toll. However, if you want, you can then pay additional GP to acquire that panel and make it your own. You also get to keep it as a deck command you can use in the main game.

Note: You cannot keep other players' deck commands in multiplayer Command Board games (◊ P.30).

ZONE SWEEPS AND PANEL CHAINS

If a single player gains possession of all Command Panels of a certain color (which make up a "zone"), all panels in the zone will increase in value. This is called a Zone Sweep. Similarly, if a player places adjacent cards with the same symbol, the value of those panels will increase. This is called a Panel Chain. A player can have both a Zone Sweep and Panel Chain at the same time.

OBTAINING BONUS GP FROM PRIZE CUBES

Walking on a Prize Cube causes it to spin and the number inside the star to count down. If you are the one riding the Prize Cube when it reaches zero, you get to collect a nice GP bonus, along with any GP the surrounding Damage Panels have absorbed from players.

Powering Up Commands

The deck commands corresponding to the cards you placed on Command Panels will be powered up at the end of the Command Board game. The amount depends on how you place in the game and the panel's final value.

MULTIPLAYER: THE MIRAGE ARENA

As you proceed through the game, a new world called the Mirage Arena will appear. Here you can use network communications (ad-hoc mode) to play with or against friends, or to forge Dimension Links with them.

SETTING UP MULTIPLAYER

The first time you visit the Mirage Arena, you will be asked to configure your privacy settings. You can modify these settings at any time using Multiplayer Config (◊ P.36).

① Nickname and Armor Color

Begin by choosing a name to use within the Mirage Arena. You are allowed up to 18 letters, numbers, or symbols. Next, use the sliders to choose a color for your character's armor.

② Privacy Settings

Decide whether you want other players to be able to see your multiplayer records.

③ Online/Offline Mode

Once you have finished configuring your settings, move to the circle in the hub, then choose Use Transporter. You will be asked to choose between *Online*, which connects you with other players, or *Offline*, which you can use if you want to go it alone in the Arena. Please be sure that your WLAN switch is turned on before choosing *Online*.

THE TERMINAL

Once you are inside the Mirage Arena, approach the terminal and *Log In* to bring up a menu containing the three choices below.

NEW EVENT

Choose this to create a new event in one of the following four categories.

Versus Mode	Battle against other players.
Arena Mode	Join forces with other players to fight a common enemy. (You can also battle alone.)
Command Board	Challenge other players to a Command Board game.
Rumble Racing	Race other players on your Keyblade Glider.

ACTIVE EVENTS

Bring up a list of events that other players have created. This is the place to go if you want to join an existing event.

D-LINKS (◊ P. 35)

View a list of other players you can forge D-Links with.

Don't Forget!

When using Multiplayer mode, make sure your WLAN switch is turned on in advance, and keep it on until you are done. You can streamline the connection process by choosing *Settings* in your PSP® system's home menu, then:

Network Settings ➡ Ad-hoc Mode ➡ Automatic

IF YOU ARE CREATING AN EVENT

Before Multiplayer can really begin, one of the players needs to create an event by logging in to the terminal. Here is how it works.

① Set the Rules

Choose *NEW EVENT* from the menu, then choose the event you want to create. You can also set the number of players, as well as other rules which vary depending on the event you chose.

② Wait for Players

Now that your event has been created, finish any needed preparations, then move to the middle of the hub and press the ⊗ button. Other members of your event will be listed in the upper right of the screen. If you want, you can cancel your event by returning to the terminal.

③ Begin the Event

Once all your members have assembled and an OK mark appears next to each of their names, you are all set to go. Press the START button and the event will begin.

IF YOU ARE JOINING AN EVENT

To join another player's event, the first thing you need to do is log in to the terminal.

① Log In to the Terminal

Choose *ACTIVE EVENTS* from the terminal menu. You will see a list of events other players have created.

② Choose an Event

Select the event you want to join. Look over the rules, then choose *Yes* to confirm. If you change your mind and want to unjoin the event, just log in to the terminal again.

③ Stand By

Once you are ready, move to the middle of the hub and press the ⊗ button. Then you just have to wait for the host to begin the event.

RULES AND SETTINGS

VERSUS MODE

Event Rules – The event creator determines these in advance.

Rules	**Free-for-All:** Fend for yourself and try to defeat the other players. **Team Match:** Split up into two teams and compete.
	Preset Deck: Choose from decks designed especially for Versus Mode. **Your Deck:** Players use their currently equipped Command Decks.
Time Limit	Determines the length of the battle.
Players	Up to six players can battle at once. (If you chose Your Deck above, then the limit is reduced to three players.)

Individual Settings – All players choose these just before the event begins.

Map	All members can choose the map they want to play on. Use the L and R button to make your selection.
Team	Switch teams, if playing a Team Match.
Deck Type	Choose one of five specialized Preset Decks (if the event creator chose Preset Deck).
Ready	Once you are happy with your settings, choose this. The event will begin once all players are ready.

ARENA MODE

Arena LV	The Arena LV required to choose this event.
Battle	Select a battle to fight.
Risk	The battle's difficulty level.
Rounds	The number of rounds you must complete.
Players	Up to three players can battle together.

RUMBLE RACING

Course	Select a racecourse.
Laps	Set the number of laps to race.
Players	Up to six players can race together.

FORGING D-LINKS WITH OTHER PLAYERS

In the Mirage Arena, you can send a D-Link request to any other player in the same room as you. Forging D-Links with other players allows you to borrow their powers at any time. Here is how you do it.

① Log In to the Terminal

Start by choosing *D-LINKS* from the terminal menu. You will see a list of other players in the hub with you. Each player's status is shown underneath his or her Finish command: *Busy* means a player has a menu open and cannot link with you right now; *Linked* means you and that player have already forged a D-Link.

② Select a Player

If a player's status is listed as *Available*, you can select their name and press the ⊗ button to bring up a dialog box like the one shown at right. If the player accepts your request, the two of you will forge a D-Link.

③ Reap the Rewards

You can now D-Link with this player during combat, giving you access to their Command Deck and Finish command.

Power Up Your Finish Command!

If you forge a D-Link with a player and then run into him or her again in the Mirage Arena, the two of you will exchange play data since your last encounter. Depending on how you did, your Finish command may power up as a reward.

MEDALS

Completing events in the Mirage Arena will earn you medals based on your performance. These medals can be traded in at the Medal Shop inside the arena for new commands and items.

ARENA LEVEL

Meet certain requirements while playing Mirage Arena events and your Arena Level may increase. This unlocks new battles in Arena Mode or new merchandise at the Medal Shop.

MULTIPLAYER CONFIG

You can fine-tune your play experience in the Mirage Arena by opening the main menu, choosing *Config*, then pressing the R button to switch to the Multiplayer pane.

Nickname	Change the nickname you use in the arena.
Armor Color	Change your character's armor color.
Room Selection	Choose *Auto* to automatically enter the same room as players around you. Choose *Manual* to enter a room of your choice.
Room	Select the room you want to enter here.
Record Sharing	Decide if you want your multiplayer records to appear in other players' reports.
D-Link Sharing	Decide if you want players you are D-Linked with to be able to see your play records.

Refer to this section for tips on getting through the game.

Q. *Why do I keep losing battles?*

A. Try powering up your deck commands. You can do this by either fighting a lot of enemies, or playing on the Command Board (◊ P.26). If you are stuck on a boss, don't be too aggressive! Start by keeping your distance and learning how the boss behaves—then move in for the attack. It is also vital that you keep yourself healed. You can recover HP with either magic or items; just keep in mind that unlike magic, you can run out of items.

Q. *Why don't I have very many commands?*

A. Commands can be found inside treasure chests, in shops, or you might receive them as a prize for defeating an enemy. You can also create new commands by "melding" the ones you have (◊ P.24). Or, you could pick up some commands while playing on the Command Board, by acquiring Bonus Panels or other characters' Command Panels. It is an easy game to learn, so don't be afraid to give it a try.

Q. *If I remove a command from my deck, will I lose its ability?*

A. Normally, yes—but it doesn't have to be that way. If you power up a command to the maximum level, you get to keep its ability permanently, even if you remove the command from your deck. This is called an "auto-ability." Try to boost a command's level all the way before you take it out of your deck.

Q. *How do Finish commands power up?*

A. Your Finish command can evolve in different ways depending on which requirements you fulfill. You can also D-Link with other players in the Mirage Arena (◊ P.35) to power it up. One thing to keep in mind when powering up Finish commands while playing solo: if you want to unlock Finish command A below, you need to use Finish command B in combat. You cannot unlock A if you are using C.

Q. *I own these commands. Why can't I meld with them?*

A. If you took a break from a Command Board game, the deck commands you obtained by acquiring panels on the board—indicated by the die icon shown below—cannot be discarded, sold, or used in melding. You need to finish the Command Board game first.

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